

Ard Carraigh

Search

Page theme



default



light



dark

This open fan-fiction article was started by [Adalwulf of Aedirn](#). Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgeable enough and respect/do not delete what others wrote.

"Novigrad might have the coin, and Vizima might have the culture, but Ard Carraigh has the steel. They built a capital in a place where the winter wind can freeze a man's lungs mid-breath. It is a city of timber, axes, and stubbornness. They say the Dynasty of the Unicorn was guided here by a mythical beast, but looking at the grim, bearded bastards who patrol its wooden palisades, you'd think they were guided by a starving wolf."

Contents

1. Ard Carraigh at a Glance
2. The Urban Landscape
3. A Guide to the High Rock: Districts of Ard Carraigh
 - 3.1. The Unicorn's Seat (The Palace & Brick Wards)
 - 3.2. The Timber Ring (The Merchant & Military Ward)
 - 3.3. The Driftwood Slums (The Outer Palisade)
4. Society & Culture
5. Economy, Law & War
6. Regional Bestiary & Plot Hooks
7. Background NPCs
 - 7.1. Kaedwenian Vanguard (Heavy Infantry)
 - 7.1.1. Attacks (Dependent on gear loadout)
 - 7.2. Abilities
 - 7.3. Northern Trapper (Scout / Ranger)
 - 7.3.1. Attacks (Dependent on gear loadout)

Ard Carraigh at a Glance

Region Details	
Status:	Capital of the Kingdom of Kaedwen
Location:	Northern Kaedwen, nestled in the harsh foothills of the Blue Mountains.
Ruler:	King Henselt, the Dynasty of the Unicorn.
Language:	Nordling Common (Kaedwenian Dialect - rough, guttural).
Religion:	Cult of the Eternal Fire (Growing), Worship of Kreve, traditional Northern animism.
Primary Exports:	Timber, heavy furs, iron ore, mercenaries, and trapped beasts.

The Urban Landscape

- **Geography & Climate:** Brutal. Ard Carraigh experiences short, muddy summers and impossibly long, biting winters. Snow piles up to the rooftops, and the mountain winds are lethal to the unprepared.
- **The Architecture:** A striking, jarring contrast. The vast majority of the city is constructed from massive, old-growth timber—log cabins, longhouses, and wooden palisades. Rising from the center of this sea of wood is the Royal Palace: a breathtaking, adapted Elven structure of seamless masonry, surrounded by massive brick walls that are completely alien to the surrounding region.

A Guide to the High Rock: Districts of Ard Carraigh

The Unicorn's Seat (The Palace & Brick Wards)

The only part of the city built of stone and brick. It houses the royal court, elite military commanders, and the remnants of the Ban Ard magical advisors. It is warm, defensible, and highly exclusive.

- **The Elven Foundation:** Because the palace is an adapted Aen Seidhe structure, Mages and Elven characters (if disguised/tolerated) gain a **+2 to Awareness and Education** when attempting to navigate its halls, recognizing the ancient architectural logic.
- **The Brick Toll:** Heavily armored guards monitor the gates between the wooden city and the brick wards. Anyone attempting to enter without a royal summons, noble lineage, or a military commission must pay a steep bribe (50 Crowns) or pass a **DC 16 Charisma/Deceit check**.
- **Key Locations:** The High Throne of Viduka, The Royal Barracks, The Ban Ard Embassy.

The Timber Ring (The Merchant & Military Ward)

The bustling, heavy-timbered ring surrounding the palace walls. It smells of woodsmoke, roasting meat, and wet hounds. This is where the wealthy trappers, merchants, and off-duty soldiers congregate.

- **The Tinderbox:** Because 90% of the district is made of wood and pitch, the city guard is violently paranoid about rogue magic. Casting *Igni*, using explosive bombs, or starting a fire outside a hearth immediately draws **1d4+1 Kaedwenian Vanguard**, heavily armed and aiming to kill.
- **Winter's Bite:** Unless a character is wearing *Cold Weather Clothing* or heavy furs, they suffer a **-1 penalty to REF and DEX** while navigating the outdoor markets here during the winter months due to the biting mountain winds.
- **Key Locations:** The Black Unicorn Inn, The Quartermaster's Exchange, The Iron-Wood Smithy.

The Driftwood Slums (The Outer Palisade)

A sprawling, muddy expanse of poorly constructed shanties, tents, and logging camps pressing up against the city's outer wooden walls. It is loud, violent, and desperate.

- **The Trapper's Bounty:** Characters gain a **+3 bonus to Wilderness Survival and Business** when attempting to buy or sell monster parts, beast hides, or foraging supplies, as this is the primary trade of the commoners.

- **The Draft:** Kaedwen is constantly preparing for war. Able-bodied male characters (Humans and Dwarves) lingering here too long must pass a **DC 15 Stealth or Streetwise check**, or they will be harassed by press-gangs attempting to forcibly conscript them into the Kaedwenian infantry.
- **Key Locations:** The Skinning Pits, The Mud-Ring (Bare-knuckle fighting pit), The Outcast's Hearth.

Society & Culture

Ard Carraigh is a city of hardy, uncompromising survivors.

- **Daily Life:** The culture revolves around the military, hunting, and logging. The people are loud, brash, and prone to solving disputes with their fists.
- **The Pervasive Cold:** Socializing almost exclusively happens indoors around massive hearths. Taverns are packed shoulder-to-shoulder, smelling of Kaedwenian Stout and wet fur.
- **Prejudice & Superstition:** Non-humans (particularly Elves) are intensely hated, viewed as synonymous with the Scoia'tael guerrillas hiding in the nearby woods. Dwarves are tolerated due to their shared appreciation for mining, blacksmithing, and drinking.

Economy, Law & War

- **The Economy:** Driven by raw, brute-force extraction. The city funds itself by exporting old-growth timber, iron from the mountains, and high-quality furs.
- **The Law:** Harsh, swift, and military-driven. There is no subtle "Syndicate" running the shadows here like in Novigrad. Thieves have their hands chopped off; deserters are hanged from the palisade walls. The law is enforced by the Kaedwenian Vanguard.
- **Military:** Ard Carraigh is essentially a massive military encampment. King Henselt's forces, including the famous Dun Banner heavy cavalry, are highly visible and possess total authority.

Regional Bestiary & Plot Hooks

The wilderness surrounding Ard Carraigh is ancient, dark, and utterly

unforgiving. The monsters here are apex predators.

- **The Deep Woods:** Fiends, Chorts, and Leshens rule the old-growth forests just a few miles from the city gates. The loggers constantly suffer casualties to these massive Relicts.
- **The Mountain Passes:** Cyclopes, Wyverns, and packs of highly aggressive White Wolves stalk the supply lines leading through the Blue Mountains.
- **Vampiric Lords:** Higher Vampires and Alps occasionally inhabit the abandoned elven ruins scattered throughout the Kaedwenian wilderness, feeding on isolated trapping camps.

Campaign Hooks:

- **The Ban Ard Defector:** A rogue mage has stolen a dangerous artifact from the Ban Ard academy and is hiding in the Driftwood Slums. The players are hired by the Crown to find him before he trades the artifact to Aedirnian spies.
- **The Leshen's Toll:** The city's primary logging camp has gone completely silent. The vanguard refuses to enter the woods, blaming a violent Scoia'tael commando unit. The players discover it is actually an Ancient Leshen that has marked the loggers as a sacrifice.
- **The Unicorn's Secret:** A scholar believes that the "Black Unicorn" that led Viduka to found the city wasn't a beast, but an Aen Elle elf. The players are hired to break into the elven catacombs beneath the royal palace to find the truth, dodging the King's elite guard.

Background NPCs

Kaedwenian Vanguard (Heavy Infantry)

The brutal, heavily armored backbone of King Henselt's army. They are less tactical than Redanian guards, relying instead on raw strength and terrifying momentum.

Classification: Humanoid (Human / Non-Human)

Danger Ratings	
Easy, Medium, or Hard?	Medium/Hard
Statistics	
INT	4

Attacks (Dependent on gear loadout)

REF	7
DEX	6
BODY	9
SPD	5
EMP	3
CRA	4
WILL	7
Derived Statistics	
STUN	8
RUN	15
LEAP	3
STA	40
ENC	90
REC	8
HP	40
Skill Bases	
Awareness	+6
Brawling	+8
Dodge/Escap	+6
Staff/Spear	+9
Swordsmans	+8
Physique	+10
Endurance	+9
Courage	+10
Intimidation	+9
Combat Factors	
Armor	Kaedwenian Plate/Chain (Head: 16 SP, Torso: 16 SP, Limbs: 12

	SP)
Susceptibiliti	Hanged Man's Venom
Lore	
Bounty	N/A (Military)

Name	Type	WA	DMG	Rel	ROF	Effect
Heavy Halberd	Slashing/Piercing	+0	4d6+2	15	1	Long Reach, Armor Piercing
Arming Sword	Slashing	+0	2d6+2	15	1	N/A, Range: Close

Abilities

- *Northern Resilience:* Immune to the *Freezing* condition and all weather-related stamina drain.
- *Brutal Cleave:* If they score a critical hit, the target is automatically knocked *Prone* by the sheer force of the blow.

Northern Trapper (Scout / Ranger)

The rugged survivalists who map the mountains and bring back the pelts that fuel the city's economy. They are exceptional trackers and deadly ambushers.

Classification: Humanoid (Human / Non-Human)

Attacks (Dependent on gear loadout)

Danger Ratings	
Easy, Medium, or Hard?	Medium
Statistics	
INT	6
REF	8
DEX	8
BODY	7

	SPD	7
	EMP	4
	CRA	6
	WILL	6
	Derived Statistics	
	STUN	6
	RUN	21
	LEAP	4
	STA	30
	ENC	70
	REC	6
	HP	30
	Skill Bases	
	Awareness	+10
	Wilderness Survival	+10
	Brawling	+6
	Dodge/Escap	+8
	Small Blades	+8
	Archery	+9
	Stealth	+9
	Trap Crafting	+8
	Combat Factors	
	Armor	Heavy Furs & Hardened Leather (Head: 0 SP / Hood, Torso: 8 SP, Limbs: 5 SP)
	Susceptibiliti	Hanged Man's Venom
	Lore	

Name	Type	WA	DMG	Rel	ROF	Effect
Hunter's Crossbow	Piercing	+1	3d6	15	1	Range: 50m
Skinning Knife	Slashing/Piercing	+0	1d6+2	10	1	Bleed (25%)

Abilities

- *The Hunter's Ambush:* If they attack a target who is unaware of their presence, they gain a +3 to their attack roll.
- *Trapper's Tools:* As an action, they can deploy a bear trap in an adjacent space (DC 16 Awareness to spot; deals 3d6 damage and inflicts *Bleed* and *Immobilized* until removed).

GM Toolkit: Ard Carraigh Encounters

When players transition between distinct zones or rest at a tavern, roll a 1d10 to bring the rugged atmosphere of Kaedwen to life:

1. **The Beast Breaks Loose:** A massive wooden cage being hauled by merchants shatters, releasing a highly aggressive, captive Wyvern or Endrega Warrior into the crowded street.
2. **The Military Draft:** A heavily armored Vanguard captain blocks the street, pointing at the strongest-looking male in the party and demanding to see their conscription papers. (Requires a high DC Deceit check or a significant bribe to avoid an altercation).
3. **The Drunken Brawl:** Two rival logging clans are tearing a tavern apart. Stray mugs and chairs deal 1d6 bludgeoning damage to anyone walking past, and the players must navigate the chaos without drawing blades.
4. **The Scoia'tael Sympathizer:** A terrified, frostbitten Elf begs the party to hide them from a mob of angry townsfolk accusing them of poisoning a well.
5. **The Trapper's Wares:** A desperate scout offers the party a "pristine, incredibly rare" monster trophy (e.g., a Fiend's Eye or Leshen Resin) for a fraction of its cost. If they fail a DC 15 Wilderness Survival check, they realize

later it is a clever fake.



[BreezeWiki source code](#)

[Documentation and more information](#)

[Chat / Bug reports / Feature requests](#)

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-rpg.fandom.com/wiki/Ard_Carraigh. Text content is available under the CC-BY-SA license, [see license info](#). Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc.
BreezeWiki is not affiliated with Fandom.